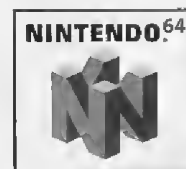


# NINTENDO<sup>64</sup>



NINTENDO AUSTRALIA PTY. LTD.  
48-52 Dunlop Road, Mulgrave, Victoria 3170 Australia  
NEW ZEALAND AGENT MONACO CORPORATION LTD.  
10 Rolihwell Avenue, Albany, Auckland

Instruction Booklet



## Section One

### NINTENDO 64 INSTRUCTION BOOKLET

Congratulations on your purchase of the Nintendo 64, the world's most advanced 64-bit video game entertainment system, featuring CD-quality stereo sound, incredibly smooth and realistic graphics and the most exciting video games ever experienced!

Read both the setup instructions and the separate *Consumer Information and Precautions Booklet* before attempting to connect the Nintendo 64 Control Deck to your TV. If, after reading all setup instructions, you are still unable to hook up your system, please call the NINTENDO Helpline at the number listed below.

Need Help with Installation or game play?  
TELEPHONE THE NINTENDO HELPLINE

190 224 1001

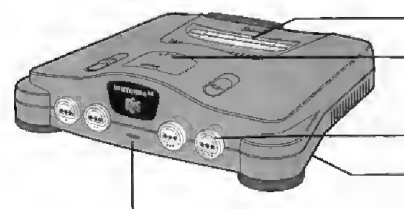
Legion Call Rate 75c per min  
higher from public or mobile phones.  
7 days a week Midday - 9.00pm EST

#### NOTE:

- <1> The Nintendo 64 system is not intended for play by children under three years of age.
- <2> Do not use the Nintendo 64 system in bathrooms, kitchens, toilets or other humid places or areas where there is a risk of splashing the unit with water.

## Nintendo 64 Components

### Control Deck



Game Pak Slot

Memory Expansion

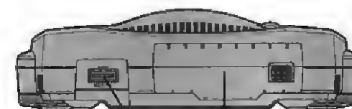
Do not remove the Jumper Pak from the Memory Expansion connector - the Control Deck will not operate.

Controller Sockets 1-4

Expansion Connector (on bottom)

Power Indicator Light

### Back View of Control Deck



AC Power Supply Connection Port

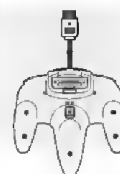
Multi Out Connector

### Nintendo 64 Controller



On the bottom of the controller is a connector slot for loading an N64 Controller Pak™ (sold separately) that can save game data, controller button configuration and more. Look for Game Paks displaying the N64 Controller Pak icon. Read the N64 Controller Pak and Game Pak instruction booklets for more information.

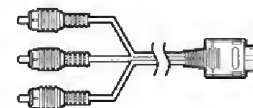
### Bottom View of Controller



### Nintendo 64 AC Power Supply



### Stereo Audio/Video Cable



## Section Two

### Connection & Installation

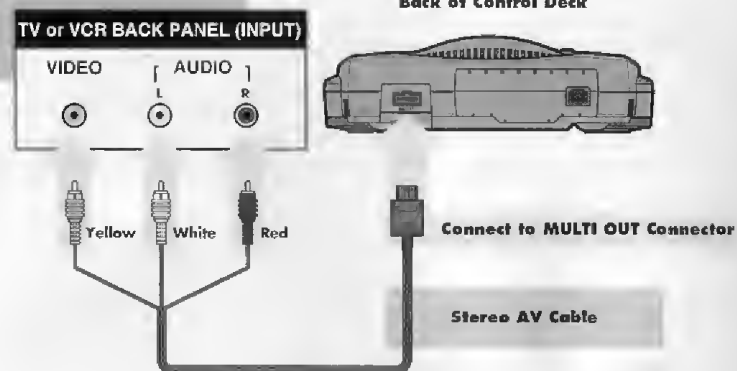
The Stereo Audio/Video Cable that is included with the Nintendo 64 will allow you to connect the Control Deck to most televisions or video cassette recorders.

Choose one of the connection methods that matches the connections for your TV or VCR; **you will only need to make one kind of connection.** Then turn to page 7 "Connecting the AC Power Supply" to continue your installation.

If your TV or VCR does not have audio/video connections (i.e., the illustrations on page 5 do not match your TV or VCR), then turn to page 6 "RF Switch/RF Modulator Connections".

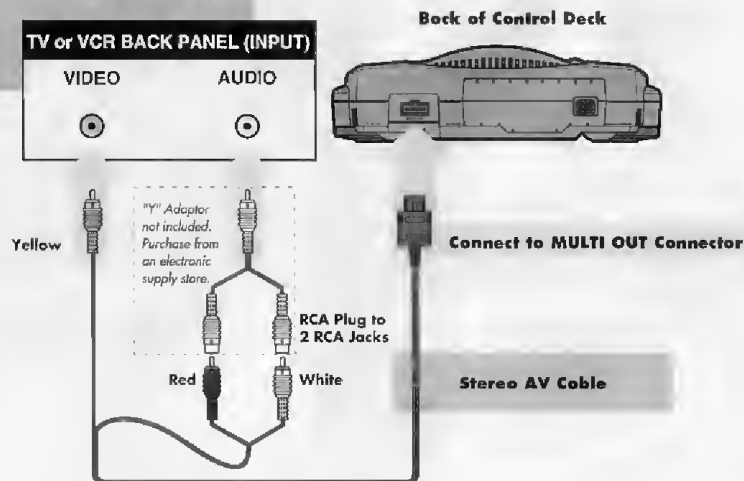
### Audio/Video Cable Connections

#### A Connecting to a Stereo TV or VCR



After completing the connections as shown, turn to pg 7.

#### B Connecting to a Mono TV or VCR (No Stereo Sound)



After completing the connections as shown, turn to pg 7.

## RF Switch/RF Modulator Connections

If your TV does not have audio/video connections, you will need to use a Nintendo 64 RF Switch and RF Modulator (sold separately).

You can purchase the RF Switch and RF Modulator (packaged together as a set) from most retail stores where Nintendo products are sold.

Connect the Control Deck and your TV set with the RF Switch and Modulator as shown below.

### C Connecting to a TV using an RF Switch/RF Modulator

*NOTE: This method of connection will produce mono sound only (the left and right stereo channels will be mixed).*

#### ANTENNA INPUT SOCKET ON BACK OF TV

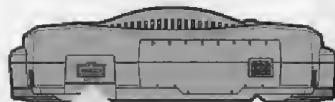


Connect to ANTENNA IN  
terminal post

RF Switch  
(sold separately)

Existing Antenna  
Cable

#### Back of Control Deck



Connect to  
**MULTI OUT Connector**

RF Modulator (sold separately)

Connect to RF OUT Connector  
on RF Modulator

After completing the connections as shown, turn to pg 7.

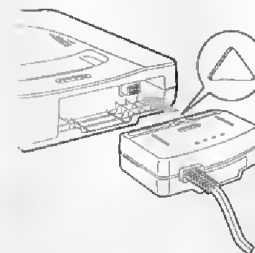
## Connecting the AC Power Supply

Make sure the Power Switch is in the OFF position before connecting the AC Power Supply.

Connect the AC Power Supply, with the triangle on top as shown, into the port in the back of the Control Deck. Insert the AC Power Supply into the Control Deck until you hear a click.

### ⚠ WARNING

To prevent electric shock or damage to the Control Deck, do not try to use any other type of AC adapter or power supply.



Insert the plug from the power cord into a standard (230-240 volt AC) wall outlet.

### ⚠ CAUTION

To avoid excessive wear to the power supply connector, do not disconnect the AC Power Supply from the Control Deck except when storing your Nintendo 64. For the purposes of power saving and safety, disconnect the AC Power Supply from the outlet after use of the Nintendo 64.

#### NOTE:

- <1> For the Nintendo 64 system, use only an exclusive Nintendo 64 AC Power Supply : NUS-002[AUS], do not use any other type of Power Supply.
- <2> Inspect the cable, plug, case and other parts of the AC Power Supply for damage periodically. If damage is found, immediately stop using the AC power supply and return to supplier for repair.

## Connecting the Controller

Plug the Nintendo 64 Controller into the socket on the front of the Control Deck as shown.

Up to four controllers can be connected at the same time, but for most games, only the controller plugged into socket number one (on the left side of the control deck) will operate the START button.

Each game may have different functions for each of the buttons, + Control Pad and Control Stick. Depending on the game, the controller will be held in one of the three positions shown. For further instructions, consult the instruction booklet for the Game Pak you are using.



**Right position**



**Left position**



**Home position**

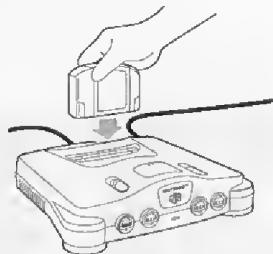
**Note:** Make sure the Power Switch on the Control Deck is in the OFF position before plugging in the Controller(s).

## Section Three

### How to Operate

After making the necessary connections shown in Section 2, place the Control Deck on a hard, flat surface, such as a television stand, table top or cabinet. Be sure to allow plenty of space around the Control Deck for ventilation. Once the Control Deck is properly located, continue with the following instructions:

1. Turn your television ON.
2. Make sure the Power Switch of the Control Deck is turned OFF.
3. Load a Nintendo 64 Game Pak in to the top of the Control Deck as shown. Push it down all the way.



#### ⚠ CAUTION

Always make sure that the Power Switch of the Control Deck is OFF and that you have checked the Game Pak edge connector for foreign material (which can damage the Control Deck) before attempting to load a Game Pak into the Control Deck.

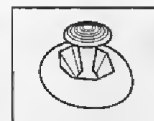
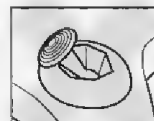
4. Insert the Controller(s) into the socket(s) on the front of the Control Deck.

*NOTE: When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.*

*If the Control Stick is held at an angled position (as shown below in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.*



*To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position, as shown in the picture on the right below, then press START while holding down the L and R buttons.*



5. Slide the Power Switch to the ON position. Make sure the red power indicator light on the front of the Control Deck is ON (if not, check the AC Power Supply and plug connection). Push the reset button and release.



#### ⚠ CAUTION

Do not load the Game Pak upside down or otherwise force the Game Pak into the Control Deck. Load only an N64 Game Pak. Do not attempt to use Super NES, or any other type of Game Paks.

#### ⚠ CAUTION

The Control Deck has several ventilation slots in the housing designed to maintain adequate ventilation. Do not operate the Control Deck on a carpet, bed, sofa or other soft surface, or in any location where any of the ventilation slots may become covered or obstructed. Do not eat or drink around Control Deck.

- If you are using an AV connection to your TV or VCR (connection method A, B), you will need to determine how to select the appropriate input.

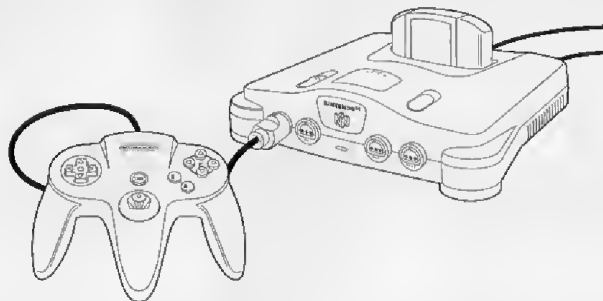
*NOTE: The most common options for an "Input Select" are: a button somewhere on the front of the TV or VCR, a button on the remote control (eg: TV/Video or AV), a high numbered channel on the TV or VCR, or an on-screen menu selection. Manufacturers of TVs and VCRs use different names and locations for "Input Select". Consult your TV or VCR instruction manual for details.*

If you are using an RF Switch connection to your TV (connection method C) then set your TV to Channel 0.

*NOTE: If Channel 0 is unavailable choose any unused channel. If a picture does not appear on your TV it will need to be tuned in on the VL band.*

If there is no game display, or a distorted picture appears on the TV screen, slide the Power Switch OFF and remove the Game Pak. Start over from step 3. If you are still having problems, consult the troubleshooting section on page 14.

- Press START on the Controller plugged into socket number one to start the game. For further instructions, consult the instruction booklet for the Game Pak you are using.



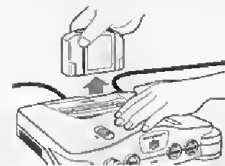
- Slide the Power Switch to the OFF position.

## CAUTION

Always slide the Power Switch to the OFF position before loading or removing a Game Pak, N64 Controller Pak, controller or accessory.



- Place one hand on top of the Control Deck and carefully remove the Game Pak from the Control Deck with the other hand.



## Returning to Regular TV

After you have finished playing, slide the Power Switch of the Control Deck to the OFF position. Set the TV/VIDEO or Input switch on the television back to "TV". If you were using a VCR, set the Input Switch back to receive antenna or pay TV, then turn the VCR OFF.

There is no need to disconnect the RF Switch, AV Cables, AC Power Supply, etc from the Control Deck.

For the purpose of power saving and safety, disconnect the AC Power Supply from the wall outlet.

For additional maintenance, care and precautions, refer to the separate Consumer Information and Precautions Booklet.

## Troubleshooting

Before seeking repair service, check the problem against the list below:

### Problem

TV picture does not come on.

### Solution(s)

- Make sure the Power Switch of the Control Deck is turned ON (the red indicator light should be ON) and the AC Power Supply and power cord plug are plugged in.

### Problem

No game display image on TV screen (but TV picture is ON).

### Solution(s)

- Make sure the Power Switch on the Control Deck is turned ON.
- Make sure the AC Power Supply is plugged into a 230-240 volt wall outlet and that the AC Power Supply is plugged into the Control Deck.
- If using an AV connection to your TV, make sure the TV/VIDEO switch is switched to video (see your TV instruction manual).
- If you are connecting the Control Deck to a VCR, make sure the VCR is ON and the Input Switch is set to the correct Input (see your VCR instruction manual).
- If you are using an RF Switch connection, make sure that the Control Deck and the antenna or cable are connected to the RF Switch properly and that the RF Switch is connected to the TV (see page 6).
- If you are connecting the Control Deck to your TV using an RF Switch, make sure that the TV is set to Channel "0" or an unused channel.
- Make sure your TV is tuned in on the VL band. (See your TV instruction manual for tuning details.)
- Make sure the Game Pak is loaded into the Control Deck correctly (see pages 10-12).
- Make sure the Jumper Pak is inserted correctly into the Memory Expansion slot on the top of the Control Deck.

### Problem

Game display is on the TV screen, but the picture is rolling or the screen has bars or lines.

### Solution(s)

- Adjust the vertical or horizontal hold controls on your TV until the picture becomes steady.

### Problem

Picture quality is good, but the sound buzzes.

### Solution(s)

- If using an AV connection, check the audio (red and white) connections of the audio/video cables (see page 5).
- A particularly strong TV station (or Pay TV) may be broadcasting in your area and causing interference. Try disconnecting the antenna wire from the RF Switch. (You will have to reconnect it again for regular TV viewing.)

### Problem

When not playing, regular TV will not come in.

### Solution(s)

- Make sure the Power Switch of the Control Deck is turned OFF.
- If using an AV connection, change the Input switch on your TV back to "TV" (see the TV instructions).
- If using an RF Switch connection, make sure that the antenna or cable is properly connected to the RF Switch and that the RF Switch is connected to the TV (see page 6).
- If regular TV programs will still not come in, unhook the RF Switch from your TV and hook up the antenna or cable directly. (In order to play, you will have to hook up the RF Switch again.) Or, use a video switch (not included).

*Continued on next page.*



**Problem**

Game display is on the TV screen, but the picture is fuzzy, has no colour or has snow on it. (For RF Switch connections only.)

**Solution(s)**

- Make sure that the Control Deck and antenno or cable are properly connected to the RF Switch and that the RF Switch is connected to the TV (see page 6).
- Adjust the fine tuning and contrast controls on your TV to receive the clearest picture possible.
- If your TV has on automatic fine tuning control (AFC), turn it OFF and use the manual fine tuning dial to adjust the picture. If turning OFF the AFC causes your TV to display in only block and white, then leave the AFC ON.
- If the Control Deck is too close to the TV, the Control Deck may cause some interference. Try moving the Control Deck farther from the TV.
- A particularly strong TV station (or Poy TV) may be broodcasting in your area and causing interference. Try disconnecting the antenna wire from the RF Switch. (You will have to reconnect it again for regular television viewing.) Or, use a video switch (not provided).
- Make sure the RF Output of the RF Switch (marked OUT), is connected to the VHF input on you TV.

**Problem**

Picture quality is good, but there is no sound.

**Solution(s)**

- Make sure the TV volume is turned up to an adequate level.
- The sound in some Gome Paks begins only after START is pressed.
- If using an RF Switch connection to your TV, adjust the fine tuning control until the sound is clear.
- If using an AV connection, check the audio (red and white) connections of the audio/video cables (see page 5).

**Problem**

Picture is blinking or scrambled.

**Solution(s)**

- Try pushing the RESET button. If there is no improvement, slide the Control Deck Power Switch OFF, then remove the Game Pak and re-load it. Slide the Power Switch back to the ON position and push the RESET button.

**Problem**

The controller does not work.

**Solution(s)**

- Make sure the Power Switch on the Control Deck is in the OFF position before plugging in the contraller.
- Make sure the Control Stick on the controller is in the neutral (center) position when you turn the Power Switch of the Control Deck to the ON position.
- Make sure the controller plug is firmly plugged into socket number one (on the left side of the Control Deck).

**If you are still unable to solve the problem, please call the  
NINTENDO Helpline at 190 224 1001.**

## Section Five

REV-J

### **WARRANTY FOR THE NINTENDO 64 (CONTROL DECK ) BY NINTENDO AUSTRALIA PTY. LTD.**

The product is sold subject to all warranties implied under the provisions of the Trade Practices Act of Australia. Nintendo Australia Pty. Ltd. (Nintendo) warrants to the original consumer/purchaser that this NINTENDO 64 ("CONTROL DECK") shall be free from defects in material and workmanship. If a defect covered by this warranty occurs, Nintendo will repair or replace the (CONTROL DECK) at its option, free of charge.

To receive this warranty service, contact Nintendo's Head Office.

The undertaking to repair or replace the product will not apply if the (CONTROL DECK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

#### **NINTENDO AUSTRALIA HEAD OFFICE ADDRESS:**

48-52 Dunlop Road, Mulgrave, Victoria 3170 Australia

Phone : (03) 9265-9900

• NINTENDO HELPLINE 190 224 1001

( LEGION CALL RATE AT 75 CENTS PER MINUTE

Calls from mobiles and public phones attract a higher rate. )

